

CLAIMS

I claim:

1. An enhanced interactive acrostic puzzle which can be played by one or more players on any of several computers or similar devices, as an interactive television game show, or as an instructional tool.
2. A means for the screen of said devices in Claim 1 to display a tray of tiles bearing the letters of the alphabet with their current values and a counter to display the current score when said letters are entered into squares adjacent to clues or into a grid according to clues provided.
3. A means for the value of said letters on said tiles in Claim 2 to be increased by a computer program as the game progresses and said letters of Claim 2 are entered by said player or players into selected squares to form words in said clues and in said grid.
4. A means for increasing said player's score as said player correctly enters said letters of Claim 2.
5. A means for decreasing said score as said player incorrectly enters said letters of Claim 2.
6. A means to accompany the movement of said tiles in Claim 2 by sound effects.
7. A means to indicate which letters of Claim 2 have been selected for particular squares by showing a copy of said tile being carried by an animated figure from its original location to the designated square.
8. A means to replace said clues of Claim 2 with visual or musical clues.
9. A means to consult, for each said player in Claim 1, a database containing at least two types of information, namely demographic details about said

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player (such as age, gender, geographic region, professed interests) and the record of said player's prior performance when playing said game, to facilitate such accommodation as the level of play or the choice of subject matter.

10. A means to display, in said television game show mode, on said screen of Claim 1, the faces of the contestants, with that of current said player enlarged to occupy a portion of said screen larger than is assigned to the faces of the currently inactive players.
11. A means, in the television game show mode, for said screen of Claim 1 to indicate which player has selected a letter by showing a series of icons or cartoons moving from said player's face display to the chosen letter or position.
12. A means, in said television game show mode, for the screen of Claim 1 to present a silhouette or other shape to represent a player participating from outside the studio, whose score is computed along with those of the studio players.
13. A means to randomly select and conceal from among said letters of Claim 2 a "Lucky Letter," which can add a bonus to said score of the player who unknowingly selects it.
14. A means to permit competitive play among two or more players, either in proximity or remotely.
- ~~15~~ 14. A means to acquire from remote sources said acrostic puzzles of Claim 1 by wireless or other technologies, and to play said game interactively with said sources through computer programs.
- ~~16~~ 15. A means, when said game is played as an instructional tool, to provide pronunciations as said words are formed.